Character Name

Class | Subclass

Player Name | Race | Alignment

Age | Eyes | Skin
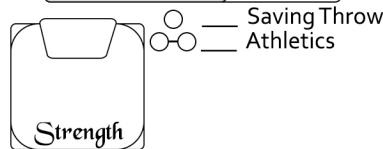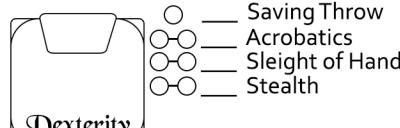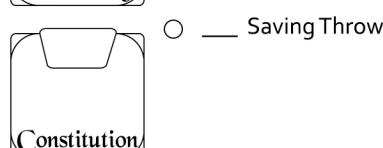Weight | Height | Hair

Character Level | Experience
Proficiency Bonus

Strength
- ○ ___ Saving Throw
- ○─○ ___ Athletics

Dexterity
- ○ ___ Saving Throw
- ○─○ ___ Acrobatics
- ○─○ ___ Sleight of Hand
- ○─○ ___ Stealth

Constitution
- ○ ___ Saving Throw
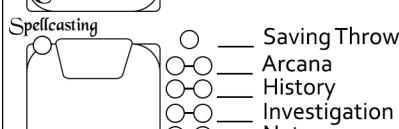
Spellcasting
Intelligence
- ○ ___ Saving Throw
- ○─○ ___ Arcana
- ○─○ ___ History
- ○─○ ___ Investigation
- ○─○ ___ Nature
- ○─○ ___ Religion
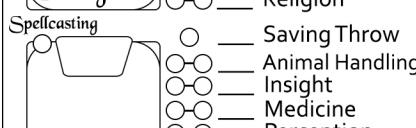
Spellcasting
Wisdom
- ○ ___ Saving Throw
- ○─○ ___ Animal Handling
- ○─○ ___ Insight
- ○─○ ___ Medicine
- ○─○ ___ Perception
- ○─○ ___ Survival
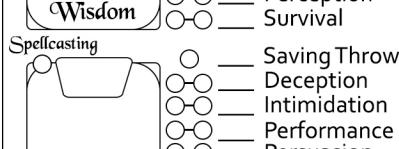
Spellcasting
Charisma
- ○ ___ Saving Throw
- ○─○ ___ Deception
- ○─○ ___ Intimidation
- ○─○ ___ Performance
- ○─○ ___ Persuasion

Passive Perception

Proficiencies
Weapon and Armour Proficiencies

___
___
___

Tool and Other Proficiencies

___
___
___

Languages and Racial Features
___
___
___
___
___

Initiative | AC | Speed
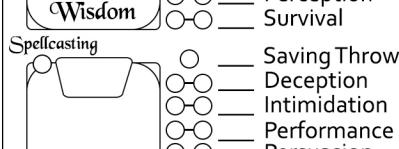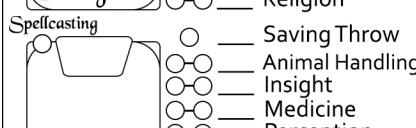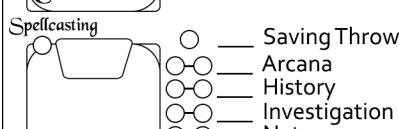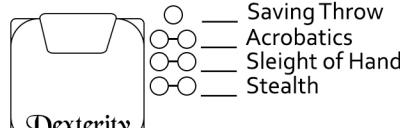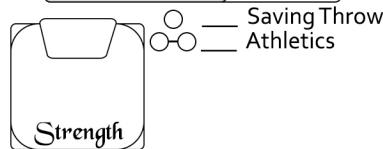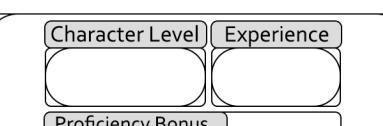
Hit Points
Maximum

Temp

Hit Dice
Maximum | Remaining

Regained on Long Rest

Conditions
Exhaustion ○○○○○○ Inspiration ○

Death Saving Throws
Successes ○○○ 💀 ○○○ Failures

Weapon | Range
Hit | Damage
Tags/Notes

Weapon | Range
Hit | Damage
Tags/Notes

Weapon | Range
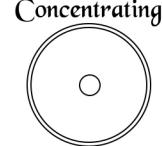Hit | Damage
Tags/Notes

Ammunition | Count
Ammunition | Count

Number of Attacks per Action | ○ Bonus Action Attack

Spell Save DC | **Spell Attack Bonus** | **Concentrating**

Equipment
P
G
E
S
C

Attuned Items
- ○ ___
- ○ ___
- ○ ___

Background and Feats
___
___
___
___

Class Features
Feature

Maximum | Remaining

Replenished on | Amount Regained

Level ○
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Level ○
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Level ○
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Level ○
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